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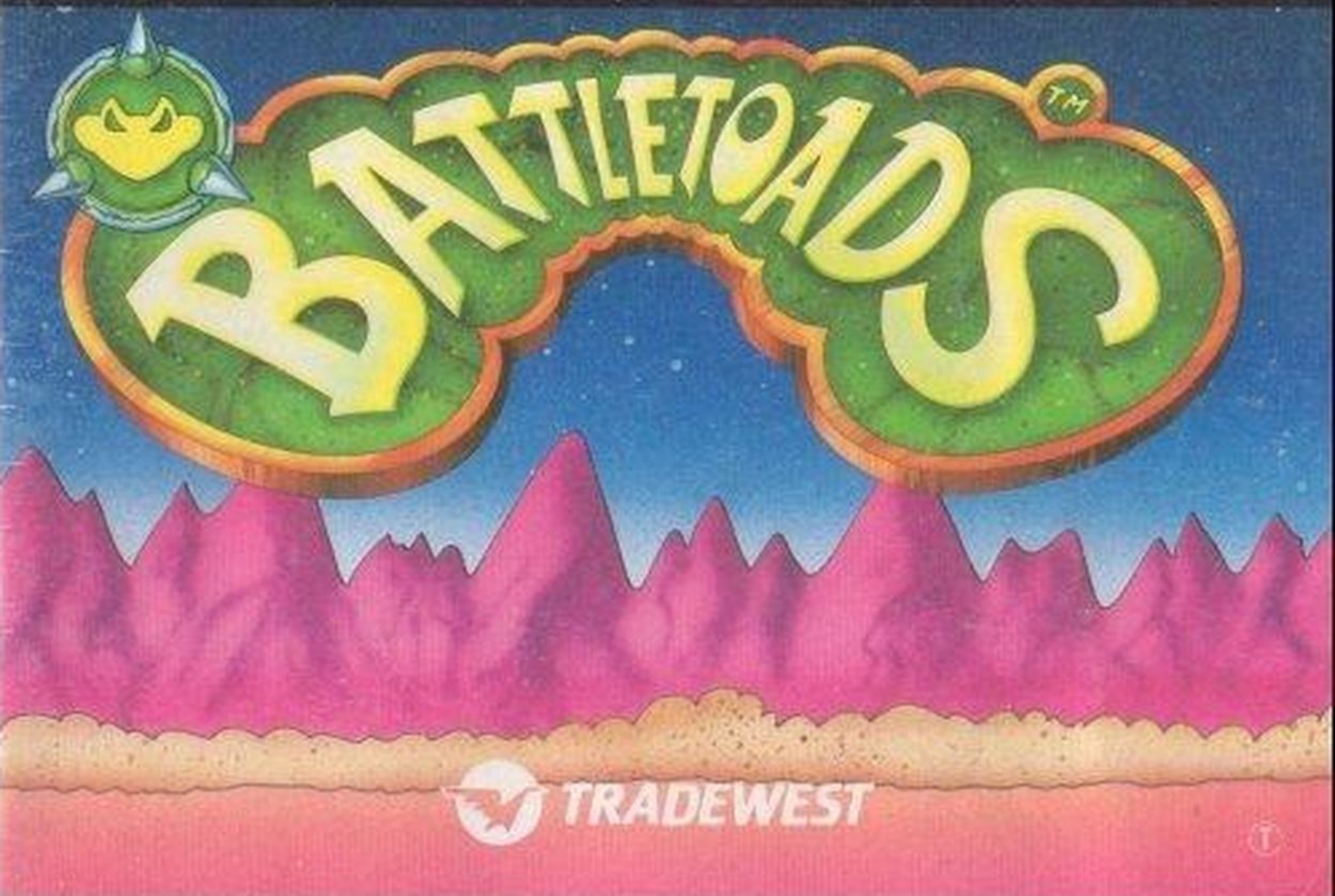
INSTRUCTION MANUAL



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This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.®

Thank you for purchasing Tradewest's Battletoads™ for your Nintendo Entertainment System. For maximum enjoyment, please read this instruction manual thoroughly before playing.

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Precautions

1. This is a high precision game. It should not be stored in places that are very hot or cold. Never hit or drop it. Do not take it apart.

2. Avoid touching the connectors. Do not get them wet or dirty. Doing so may damage the game.

3. Do not clean with benzene, paint thinner, alcohol or other solvents.

4. Always turn the power off before inserting or removing the cassette from the Nintendo Entertainment System.

BATTLETOADS STORY

After her defeat by the Galactic Corporation at the battle of Canis Major, the Dark Queen and her renegade space troops retreat to the outer reaches of the universe, hiding out in the dark spaces between the stars.

Meanwhile, on board the spaceship Vulture, Professor T. Bird and the Battletoads — Rash, Zitz and Pimple — are escorting the Princess Angelica back to her home planet, where her father, the Terran Emperor, awaits her safe arrival.

Along the way, Pimple, the biggest Battletoad, takes Angelica out for a cruise in the Toadster to a nearby Leisure Station.

Pimple and Angelica burn space, but the Dark Queen ambushes them before they can get there. Luckily, Pimple manages to send out a distress signal before the Toadster is gobbled up and carried away to Ragnarok's World, the Dark Queen's planet...

So, there's the situation, 'toad: the Dark Queen's kidnapped the Princess Angelica and your best buddy Pimple — what're ya gonna do about it?!

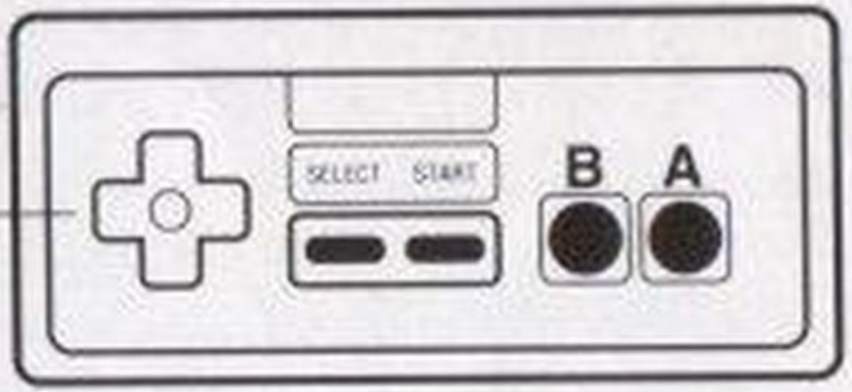
You're gonna get real MAD, that's what you're gonna do — and then you're gonna get EVEN!

Professor Bird's gonna set you down on Ragnarok, but from there it's up to you. You've got a long way to go, 'toad, thru ice and fire and nightmares so terrible you don't even want to imagine 'em — thru a monstrous Gargantua and ultimately to the Tower of Shadows, where the Dark Queen awaits you.

Have you got the guts, 'toad? We'll soon see, one way or another...

CONTROLLING THE ACTION

Up
Down
Left
Right
Double-click left or right to run and to access smash hits (along with Button B)



Select = No Function

Start = Start Game/Pause Game

1-Player Game: Press the Start Button on either Controller after "PRESS START TO PLAY" appears on screen.

2-Player Game: Press the Start Button on both Controllers after "PRESS START TO PLAY" appears on screen.

Rash = Player 1 (Controller 1)
Zitz = Player 2 (Controller 2)

Button A = Jump

Button B = Action

HOW TO PLAY

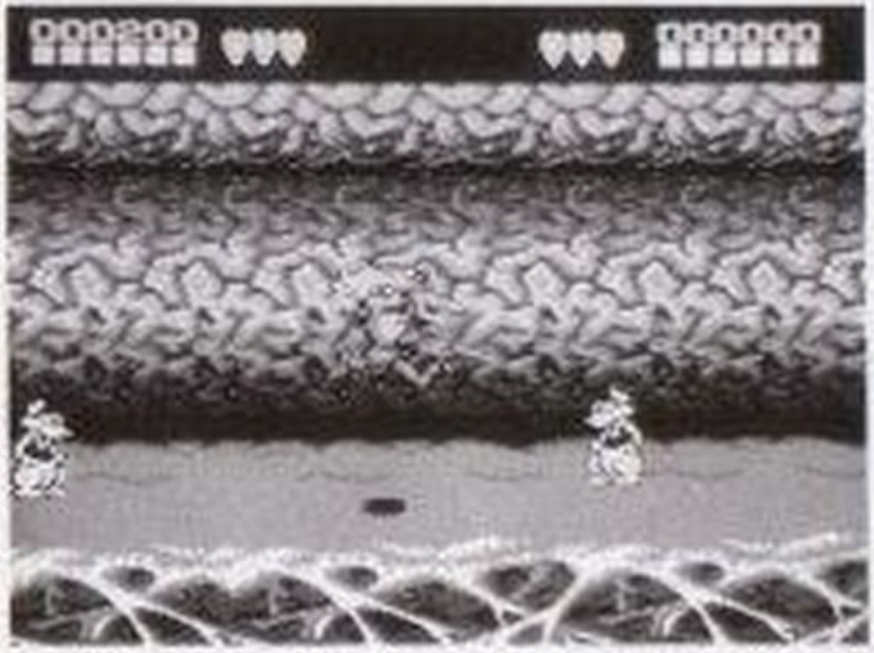
As soon as the spaceship Vulture lowers the Battletoads down to Ragnarok's World, your 'toadally awesome rescue mission begins. So hit the ground running.

Awaiting your arrival are endless canyons, dark holes, a terrifying tunnel, an arctic cavern, a scalding inferno and much more! Each filled with monstrous baddies and dangerous obstacles.

Level 2 - Wookie Hole

Baddies are the Dark Queen's army of menacing villains, and they're gonna try and stop you from reaching the Tower of Shadows, where she holds Pimple and Angelica captive.

Obstacles are the deadly weapons which she has carefully hidden to catch you completely off guard. Advancing to the next level requires defeating all of the baddies in your current level and avoiding all of the obstacles.



Level 3 - Turbo Tunnel

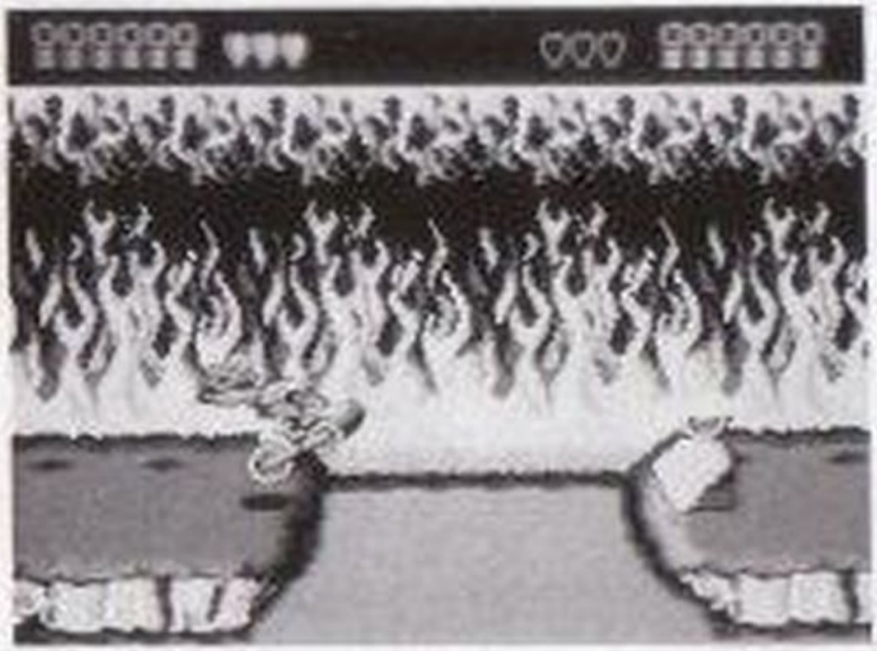
But be careful, they like to hit back. And if you're hit too many times, you're as good as gone, 'toad! 'Cuz each Battletoad has a limited life span.

Luckily, you have a series of mega-powerful punches, slams and kicks at your disposal, which only a Battletoad can activate. Also, certain objects may be picked up along the way and used as weapons. For a little extra energy, try munching on some nice, juicy flies.

Level 4 - Arctic Cavern/Snowman

While most of your fighting will be done on 'toad-foot, certain levels require expert racing skills. In these areas, check out the high performance Speed Bike, Jet Turbo and Space Board!

Once you finally reach the Tower of Shadows, the ultimate showdown begins. Here the Dark Queen will use every means possible to keep you from getting your hands on Pimple and Angelica. And the surprises she has in store are enough to make your green skin crawl.



Level 7 - Volkmire's Inferno/Jet Turbo

BADDIES

Dark Queen — She commands her evil forces from the Tower of Shadows. You must seize her power to save your friends.

Dragon — Will swoop down on you when you least expect it. Watch out for its specialty, the 'toad-slam.

Saturn Toadtraps — Feed exclusively on 'toads, but you can uproot them with the BT Bashing Ball.

Rat Rocket — With built-in power boosters, this rodent is bent on either mowing you down or showering your green head with obstacles.

Giblet — A robust rodent, who's surprisingly quick and mean. Beat him to the bomb, or you're history.

Scuzz — These cowardly characters attack in groups from behind, but the Battletoad Butt will send 'em on their scuzzy way.

Ravens — Tough old birds, no relation to the professor, who can't wait to get their claws on you. A mutant variety will try to snip your turbo-cable with its big beak.

'Vaders — This survivor of the original invaders is out to steal your energy bars and escape with them.

Rat Pod — Since they sway from side to side, it takes some nifty maneuvering to avoid these rodent roadhogs.

Tall Walker — The Walker's big brother, he's a bully who's out for revenge. Don't let him get you cornered.

Boss Walker — Stay out of sight or this witless Walker will cook your green butt and send it leapin'.

Big Blag — The undisputed chief of the Dark Queen's rodent army — first he's gonna GNASH ya, then he's gonna CHOMP ya, then he's gonna SPIT YOUSE OUT an' STOMP ya!

Psyko-Pigs — Wielding battle axes, these swine will give you a major headache unless you make pork chops out of them first.

Sentry-Drones — The experts at 'toad-termination. Let 'em kiss-your-fist.

Robo-Manus — A genetically enhanced biogen, mutated by the forces of Darkness, consider him armed and dangerous or he'll send your 'toad-hide soaring with one burst from his blasters.

Electra-Eel — Let this sea serpent slither nearby and you'll get a buzz you won't soon forget.

Snowman — Frosty's evil snow-slingin' twin. Dodge his snowballs, then melt him with your Nuclear Knuckles.

Hammerfish — Don't be fooled by this innocent looking little fish. It'll nail you the first chance it gets.

Hornhead — Voted ugliest in his class, this oaf patrols the Tower. Don't let him make 'toad-kebob out of you.

Steel-Beak — A duck which no 'toad would want in its bath. Watch out for its beak, it packs one heck of a peck!

General Slaughter — One of the Dark Queen's least intelligent commanders. He always uses his head, if only as a weapon.

Also featuring the following:

Walker — The type that kicks you when you're down. Bust 'em up, then use his leg as a weapon.

Mechno-Droids — These unruly robots patrol the entrances to the Terra Tubes. Give 'em the Battletoad Butt and watch 'em fly.

Krazy Kog — You'd best avoid this mechanical menace or you'll end up a 'toad-pancake.

OBSTACLES

Gasser — A puff of truly smelly gas that is sure to leave you breathless.

Sucka — Like a fancy food processor, it drags you into its spinning blades and turns you into ground 'toad-meat.

Big Ball — Once it gets on a roll, it can knock you right on your 'toad-butt. Get ready for a vigorous game of dodge ball.

Spike Ball — Revolving around the dreaded Tower of Shadows, this orb has been known to really stick-it to intruders.

Snotball — You'll need more than a tissue to clean-up this goo since it clings to the roof and floor, waitin' to slime you.

Snowballs — A blizzard that's guaranteed to send a cold shiver down your 'toad-spine.

Ice Spikes — Unless you're fast on your green feet, these falling frozen daggers make you feel like a pin cushion.

Retro-Blasters — Smash out of walls and fire lethal bolts of energy. Short-circuit them by using the BT Bashing Ball.

Electro Zap — With 2,000 volts of 'toad-frying electricity between them, they glide across the screen at shocking speed.

Swellcheeks — A rather windy individual guarding the Tower. Hang on, or you'll become a sky-divin' 'toad.

Also featuring the following:

Logs — Floating along the river at rapid speed, this treacherous timber can't wait to smash your Space Board and turn you into tiny 'toad-bits.

Whirlpools — If these swift swirlers suck you into their wake, your chances of survival will go right down the drain.

Spikeback — Stumble onto their spike-covered armor and you'll surely get the point.

Mines — Bob along the river, waiting to sink your chances of getting past.

Meteorites — A storm of fiery rocks headed your way. Get that Jet Turbo movin'!

Missiles — An explosive barrage that comes at you from all sides. Avoid them, or you're 'toadst.

Buzzball — The only way to shake loose of this humongous ball of killer static cling is to out-leap it to the finish.

Shadow Clouds — Lurking in the shadows of the awesome Tower, they roll in to put an end to your mission.

Electro-Gaps — These electrifying little gaps between platforms can be a real shocker.

Turbo Thwack

Swingin' Size Thirteens

Jawbuster

Kiss-My-Fist

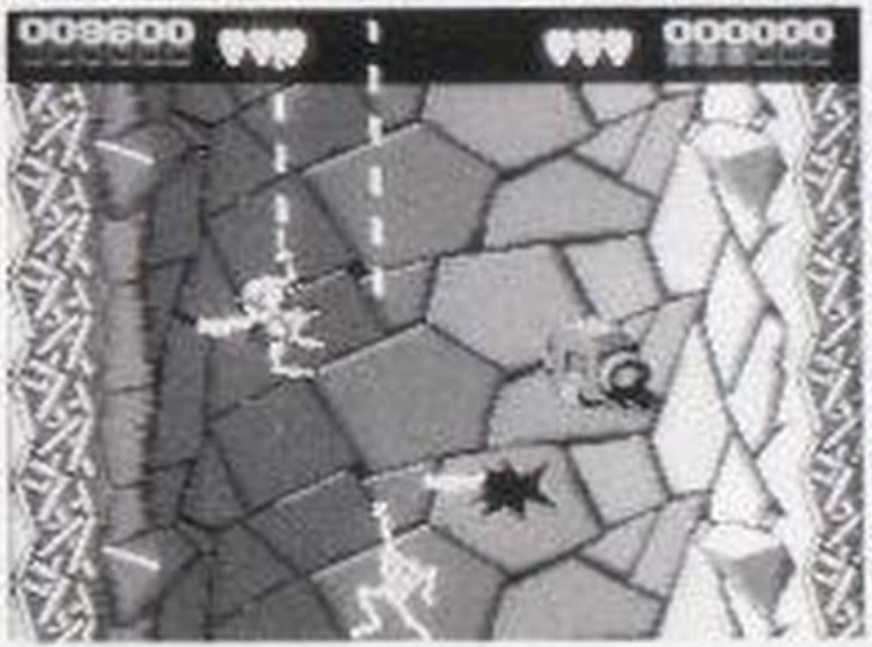
Battletoad Butt

BT Bashing Ball

Nuclear Knuckles

Big Bad Boot

SCOREBOARD



Lives are heartily highlighted. See if you can 1 UP 'em, 'toad.

Energy is the stuff those juicy flies are made of. Let's eat!

Points are 'toadally numerical.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of PART 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment on and off, the user is encouraged to try to correct the interference by one or more of the following measures.

- Reorient the receiving antenna
- Relocate the NES with respect to receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402.

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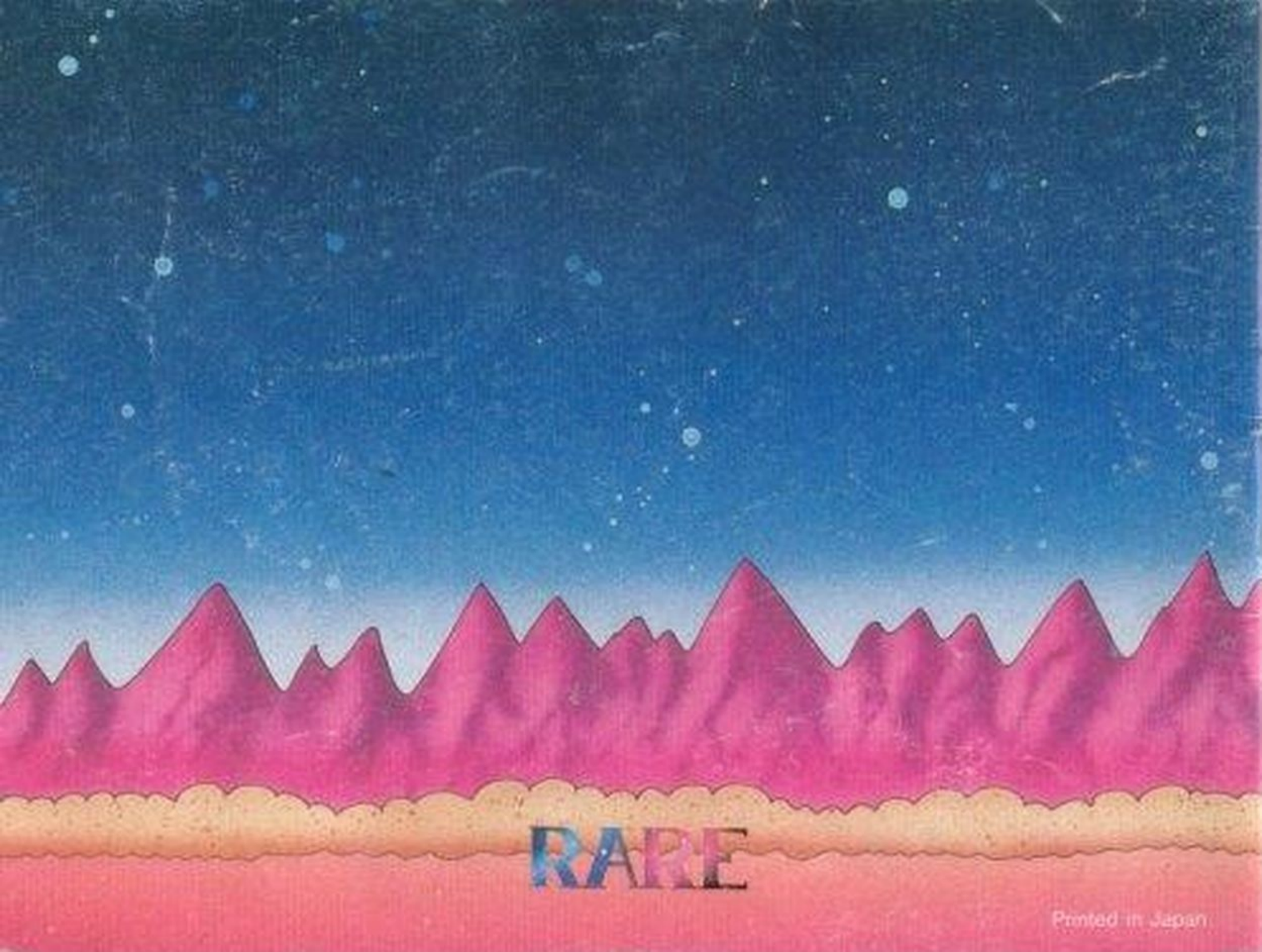

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